the output video data includes simulated jitter of the video reel, or a portion thereof, in a direction orthogonal to a direction of spin for the video reel.

15. The gaming machine of claim 13 wherein the visible mechanical imperfection includes reel kick-back in a direction opposite to a direction of spin for the mechanical reel and the output video data includes simulated kick-back of the video reel in a direction opposite to a direction of spin for the video reel.

16. A method of providing a game of chance on a gaming machine, the method comprising:

displaying the game of chance on a video display device included in the gaming machine, wherein the game of chance includes a set of video reels;

during the game, simulating the movement of symbols on each video reel in the set of video reels on the display device; and

for one or more of the video reels in the set of video reels, displaying video data, on the display device, that simulates one or more visible mechanical imperfections of a mechanical reel in a gaming machine.

17. The method of claim 16 wherein the one or more simulated visible mechanical imperfections include a dynamic imperfection and the output video data includes simulated motion of a video reel.

18. The method of claim 17 wherein the visible mechanical imperfection includes jitter in a direction orthogonal to a direction of spin for the mechanical reel and the output video data includes simulated jitter of the video reel, or a portion thereof, in a direction orthogonal to a direction of spin for the video reel.

19. The method of claim 18 wherein the simulated jitter includes periodic jitter corresponding to a rotational speed for the video reel.

20. The method of claim 17 wherein the visible mechanical imperfection includes reel kick-back in a direction opposite to a direction of spin for the mechanical reel and the output video data includes simulated kick-back of the video reel in a direction opposite to a direction of spin for the video reel.

21. The method of claim 20 wherein the simulated kick-back occurs after the video reel stops spinning in the direction of spin.

22. The method of claim 17 wherein the visible mechanical imperfection includes dynamic randomness and the output video data includes random motion of the video reel.

23. The method of claim 17 further including a second display device arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device.

24. Logic encoded in one or more tangible media for execution and, when executed, operable to provide a game of chance on a gaming machine, the logic including:

instructions for displaying the game of chance on a video display device included in the gaming machine, wherein the game of chance includes a set of video reels;

instructions for displaying the simulation the movement of symbols on each video reel in the set of video reels on the display device; and

instructions for displaying video data, for one or more of the video reels in the set of video reels, on the display device, that simulates one or more visible mechanical imperfections of a mechanical reel in a gaming machine.

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